**Amendments to the Claims [* Or "Listing of Claims" if no changes *]:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A gaming machine comprising:

a master gaming controller that is designed or configured ~~to~~ 1) to control a game played on the gaming machine, 2) to request preference account information from a remote server, ~~4)~~ 3) to configure the gaming machine using the preference account information received from the remote server, ~~5)~~ 4) to output to a video display a user interface that is generated on the gaming machine in response to commands and data received from the remote host ~~hosted on the remote server~~, said user interface configured to allow a user to modify the preference account information stored on the remote host; ~~6)~~ 5) to receive the commands and the data from the remote host for generating the user interface on the video display, ~~7)~~ 6) to send information associated with preference selections entered via the user interface to the remote host; ~~8)~~ 7) to configure the gaming machine using the preference selections entered via the user interface ~~9)~~ 8) to receive a wager on an outcome for the game, ~~10)~~ 9) determine the outcome for the game, and ~~11)~~ 10) generate a game presentation of the outcome determined for the game on the video display;

the video display for outputting the user interface hosted on the remote server and for displaying under control the master gaming controller the game presentation of the outcome;

a memory that is designed or configured to store gaming software that allows the master gaming controller to request one or more different portions of the preference account information from the remote server, wherein the preference account information includes one or more items selected from the group consisting of loyalty point account information, loyalty point account settings, promotional opportunities, preferred games, preferred game features for said preferred games, preferred gaming machine settings, preferred bonus games, preferred service options and preferred progressive games; and

the user interface configured to display preferences, to receive the preference selections, to display a simulated game outcome presentation to show an effect of the received preference selections on the simulated game outcome presentation, wherein the simulated game outcome

presentation is a) generated on the remote host using the preference selections received at the gaming machine and sent to the remote host from the gaming machine and b) output via the user interface in response to the commands and the data received from the remote host and to display information regarding one or more preferences in a group of available preferences.

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2.      (Original) The gaming machine of claim 1, wherein a first portion of the preference account information is requested from a preference account on the remote server and wherein a second portion of the preference account information different from the first portion is requested from the preference account on the remote server.

3.      (Previously Presented) The gaming machine of claim 1, wherein the loyalty point account information comprises at least one or more records that include an amount of loyalty points rewarded during a particular event.

4.      (Previously Presented) The gaming machine of claim 3, wherein the particular event is selected from the group consisting of a food purchase, an entertainment purchase, a lodging purchase, a merchandise purchase, a transportation purchase and a game play.

5.      (Original) The gaming machine of claim 1, wherein the loyalty point account settings are selected from the group consisting of a name, an address, contact information, tax information and preferred rewards.

6.      (Original) The gaming machine of claim 1, wherein the promotional opportunities are one or more particular events that allow a player participating in said one or more events to earn extra loyalty points.

7.      (Original) The gaming machine of claim 1, wherein the preferred games are selected from the group consisting of video slots games, video poker games, video black jack games, video pachinko games, video card games, video keno games and video games of chance.

8.    (Original) The gaming machine of claim 1, wherein the preferred gaming features for said preferred games is selected from the group consisting of game versions, game color schemes, game graphical features, a game presentation speed, game pay-out tables and game audio features.

9.    (Original) The gaming machine of claim 1, wherein the preferred gaming machine settings is selected from the group consisting of a volume setting, an input interface configuration, a display setting, a denomination setting, a betting preference setting and a beverage setting.

10.    (Original) The gaming machine of claim 1, further comprising: biometric input device designed or configured to receive biometric information from a game player.

11.    (Original) The gaming machine of claim 10, wherein the biometric input device is selected from the group consisting of a finger print reader, a retina scanner, a camera and a microphone.

12.    (Cancelled)

13.    (Previously Presented) The gaming machine of claim 1,
wherein the user interface is compatible with a web browser.

14.    (Original) The gaming machine of claim 1, further comprising:
one or more input devices designed or configured to input preference account information.

15.    (Previously Presented) The gaming machine of claim 1, wherein the input device is selected from the group consisting of a video touch screen, a button panel, a track ball, a mouse, a microphone, a touch pad, a card reader, a joy stick, a wireless interface, and a key pad.

16-29.  (Cancelled)

30. (Currently Amended) A method of customizing a game play according to one or more player preferences on a gaming machine including a video display, the method comprising:

receiving preference account information;

sending the preference account information to a remote server;

generating on the video display a user interface configured ~~hosted by the remote server~~ in response to commands and data received from the remote host, said user interface configured to allow a user to modify the preference account information stored on the remote server, said user interface further configured 1) to display preferences, 2) to receive preference selections, 3) to display a simulated game outcome presentation generated ~~on the remote host~~ to show an effect of the received preference selections on the simulated game outcome presentation, wherein the simulated game outcome presentation is a) generated on the remote host using the preference selections received at the gaming machine and sent to the remote host from the gaming machine and b) output via the user interface in response to the commands and the data received from the remote host, said simulated game outcome presentation generated using preference selections entered via the user interface, and to display information regarding one or more preferences in a group of available preferences,

sending information related to the preference selections received at the gaming machine to the remote host;

receiving the commands and the data for generating the user interface on the video display from the remote host;

reconfiguring the gaming machine using said preference account information; and

generating a game play on the reconfigured gaming machine wherein the game play comprises a) receiving a wager on an outcome for a game, b) determining on the gaming machine the outcome for the game and c) displaying on the video display a game presentation generated on the gaming machine of the outcome determined for the game; wherein the preference account information includes one or more items selected from the group consisting of loyalty point account information, loyalty point account settings, promotional opportunities, preferred games, preferred game features for said preferred games, preferred gaming machine settings, preferred bonus games and preferred progressive games.

31.    (Previously Presented) The method of claim 30, wherein the loyalty point account information comprises at least one or more records including an amount of loyalty points rewarded during a particular event.

32.    (Previously Presented) The method of claim 31, wherein the particular event is a food purchase, an entertainment purchase, a lodging purchase, a merchandise purchase, a transportation purchase or a game play.

33.    (Original) The method of claim 30, wherein the loyalty point account settings are selected from the group consisting of a name, an address, contact information, tax information and preferred rewards.

34.    (Original) The method of claim 30, wherein the promotional opportunities are one or more particular events that allow a player participating in said on or more events to earn extra loyalty points.

35.    (Original) The method of claim 30, wherein the preferred games are selected from the group consisting of video slots games, video poker games, video black jack games, video pachinko games, video card games, video keno games and video games of chance.

36.    (Original) The method of claim 30, wherein the preferred gaming features for said preferred games is selected from the group consisting of game versions, game color schemes, game graphical features, a game presentation speed, game paytables and game audio features.

37.    (Original) The method of claim 30, wherein the preferred gaming machine settings is selected from the group consisting of a volume setting, an input interface configuration, a display setting, a denomination setting, a betting preference settings and a beverage setting.

38.    (Original) The method of claim 30, further comprising:
sending a message including a request for preference account information to a remote server and receiving preference account information from said remote server.

39.     (Original) The method of claim 38, further comprising:

sending a first message including a request for a first portion of the preference account information from a preference account on the remote server and sending a second message including a request for a second portion of the preference account information from the preference account on the remote server wherein the second portion is different from the first portion.

40.     (Original) The method of claim 30, wherein the preference account information is received from an input device on the gaming machine.

41.     (Previously Presented) The method of claim 30, wherein the preview and information regarding one or more preferences is displayed on one or more video displays.

42.     (Original) The method of claim 30, further comprising:

receiving a request to access the preference account and authenticating the request.

43.     (Original) The method of claim 30, wherein the access request is authenticated using biometric information.

44.     (Previously Presented) The method of claim 30, further comprising:

sending preference account information to an external storage unit wherein said external storage unit is selected from the group consisting of a smart card, a magnetic striped-card, a paper print-out, a remote server and a personal digital assistant.

45-69.  (Cancelled).